

Colouring & Activity Book

Bella gara

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First published in the UE by Harper Collins Children's Books in 2008 (3.579) 12.86.42

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Spot the @ Difference D



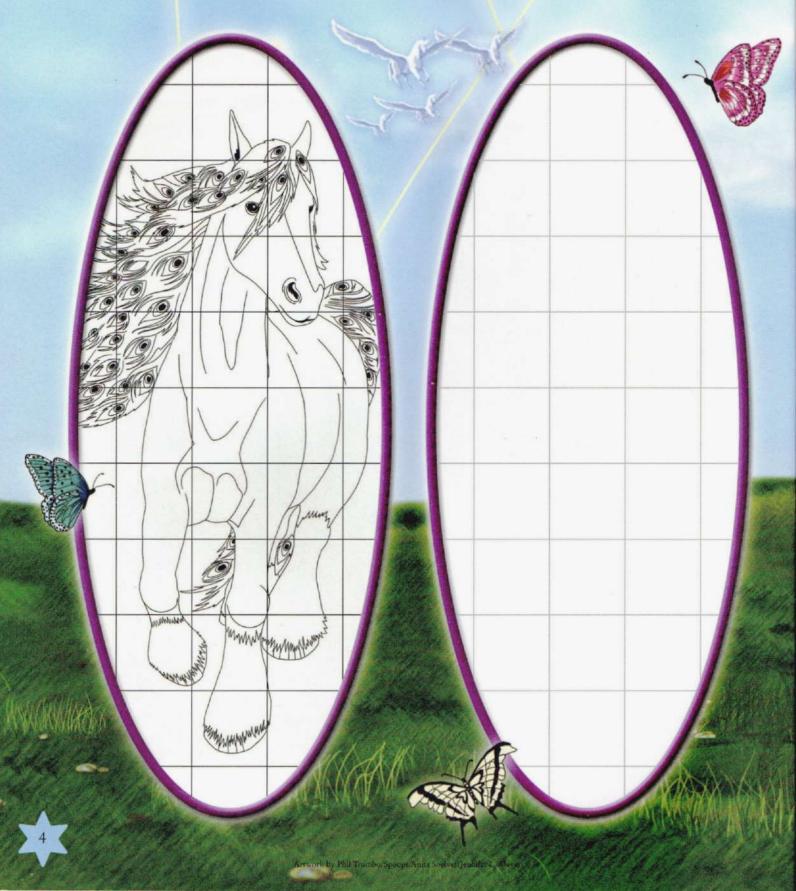
Gan you spot
any differences
between these two
pictures? There
are five to
be found.

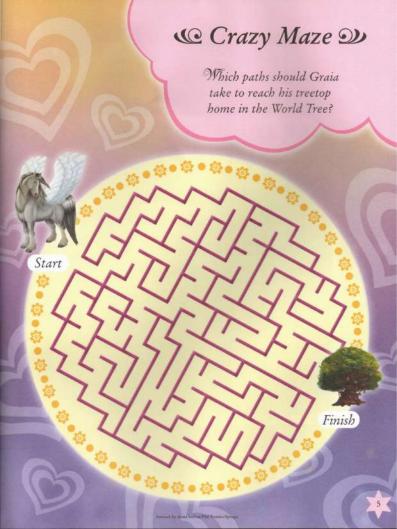




Copy and Colour D

Copy this picture into the box below, one square at a time.





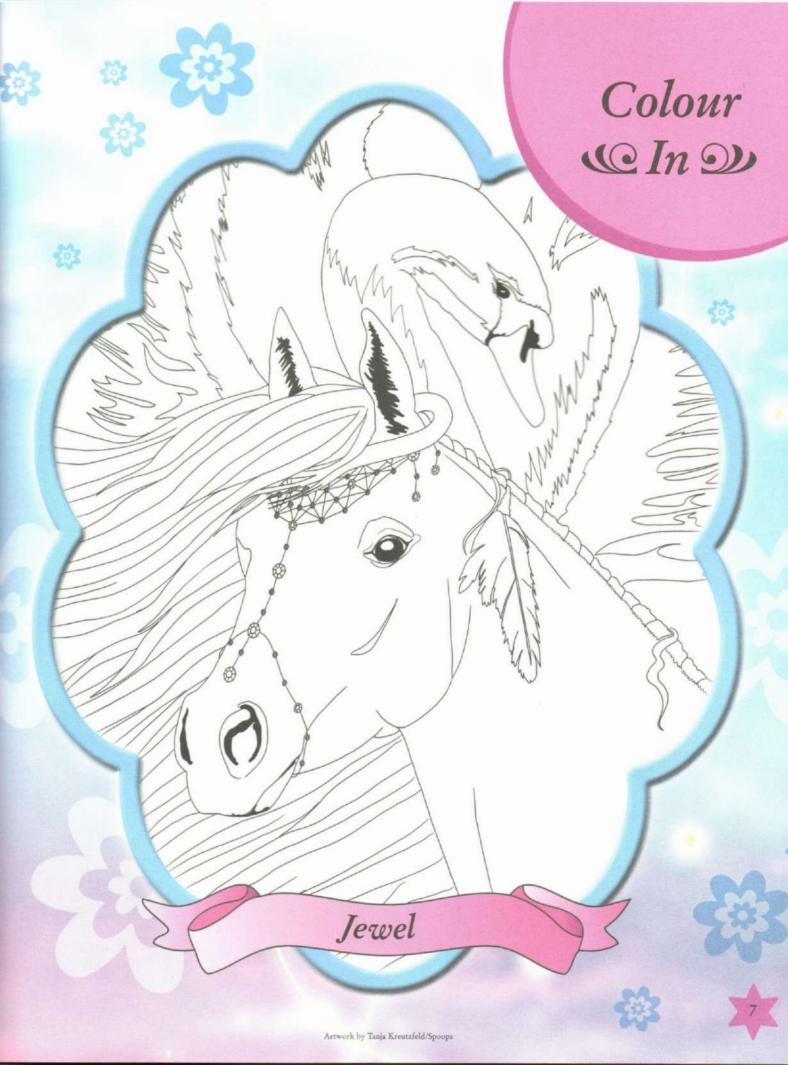
@ Name Search D

The names of fifteen horses are hidden in the grid below.

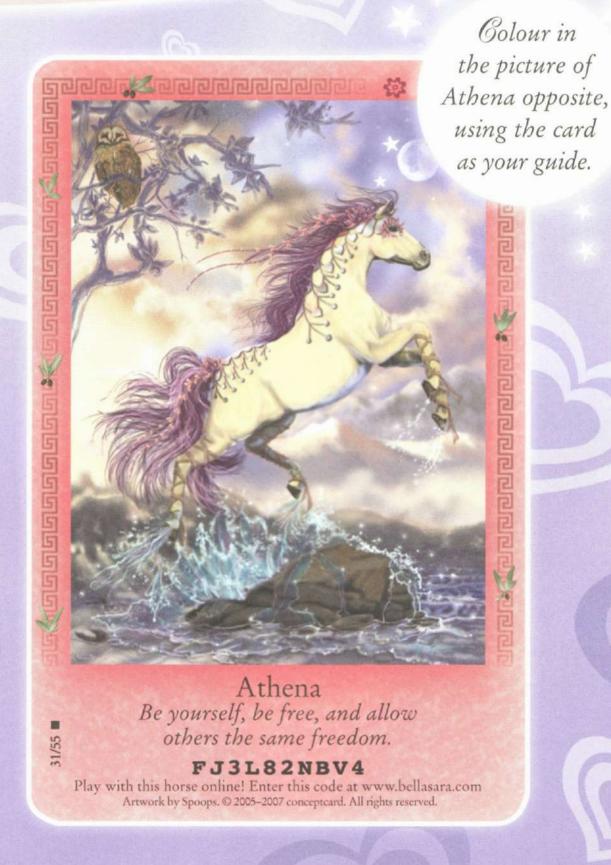
Can you circle them?

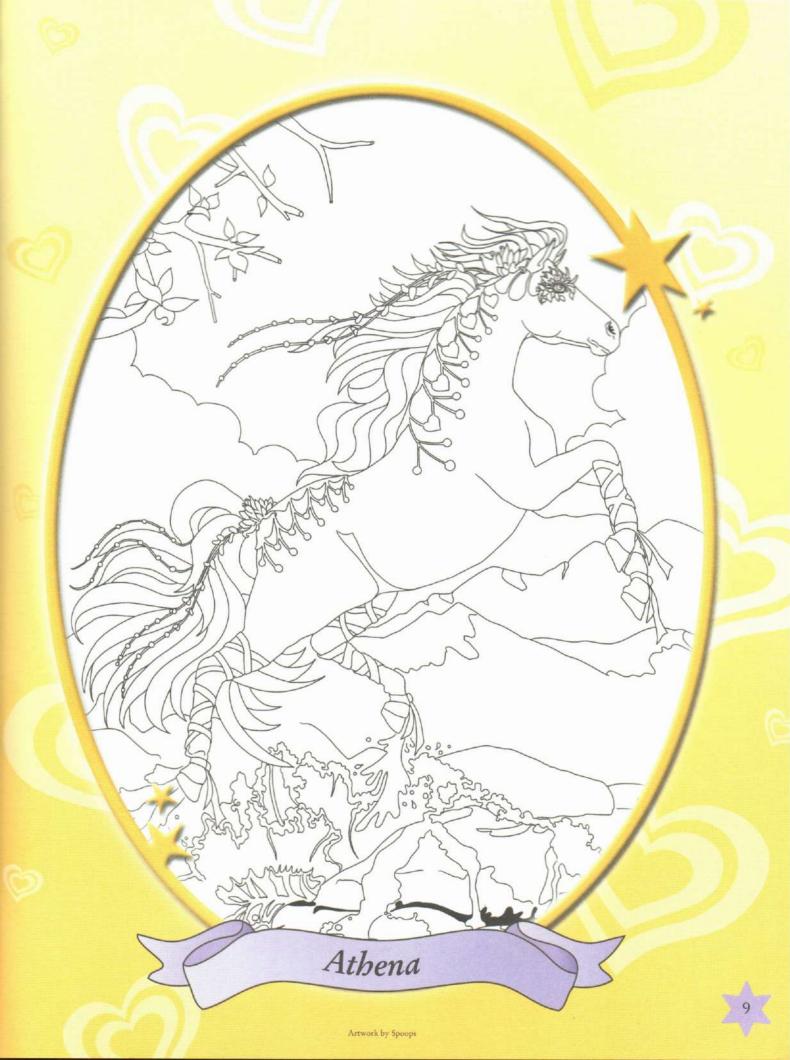
NAEKRNYKVRNXCR CQ ELF LX D W G VKC X TU R I F AUW KL M M P UWZOIA UB N I D S W K B RL CE E D K Y L SN UH S OAY K P R P IMR P E U F M IOAHHF F I MG U R H IAN NO N E LE SC F R E 0 UOR OVOM I ZY JAQZRRCO ASCDAIAGSLXC

Aurora & Bella & Ceres & Cupid
Diana & Froya & Gaia & Jupiter
Misla & Neptune & Rhiannon & Selene
Skinfaxe & Sleipnir & Walter



@ Copy Colouring D







Watery Maze D

Help these underwater horses find a path through the seaweed to the buried treasure.

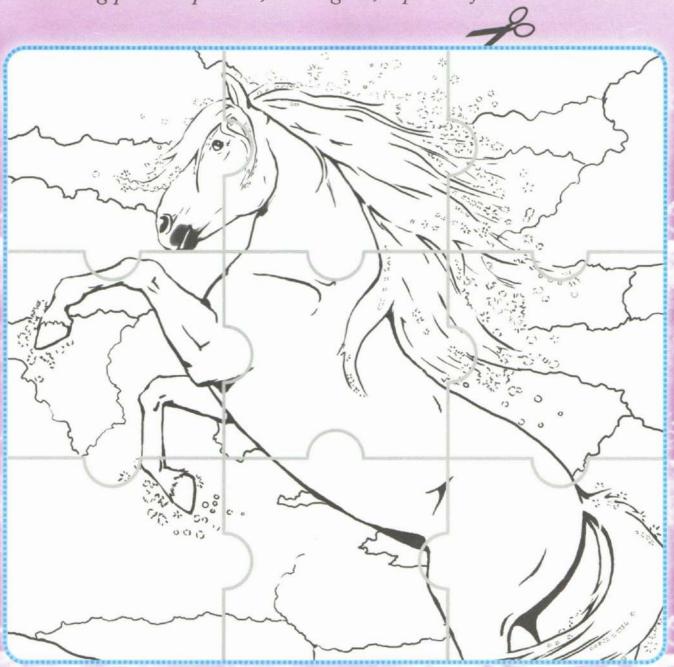


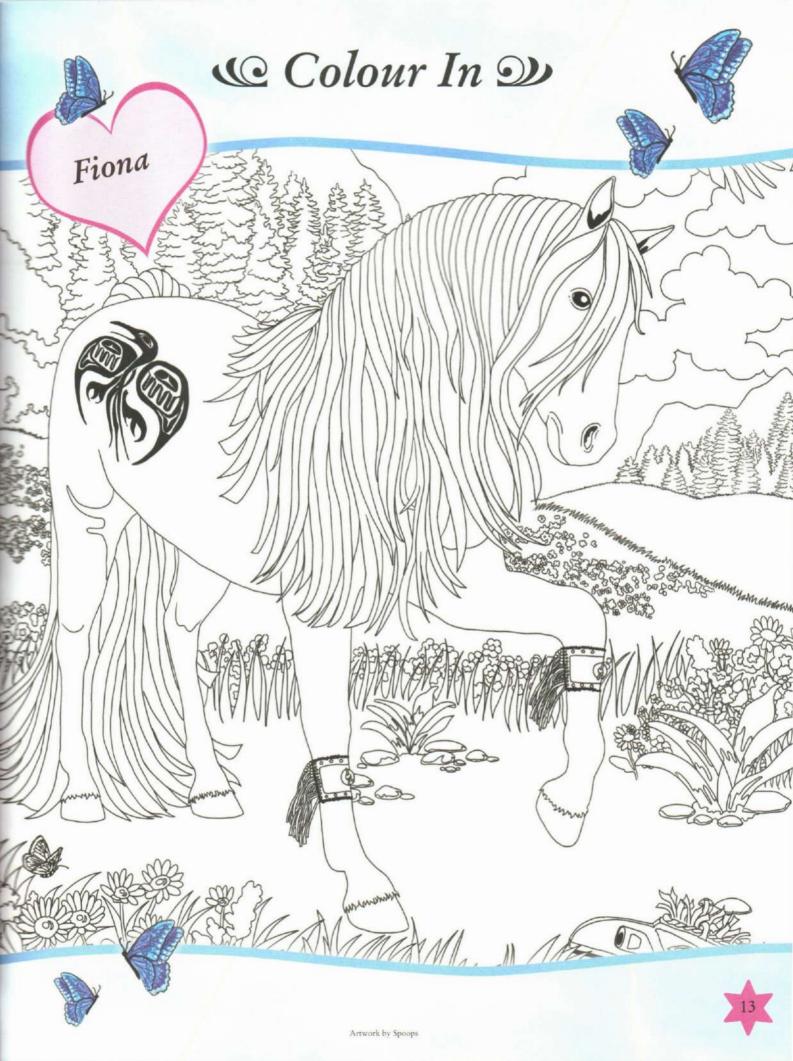
Cut Out and Keep Jigsaw D

Once you have coloured in the picture of Bella below you can detach this page, stick it onto a piece of thick paper or card, and carefully cut out along the dotted lines to create your very own jigsaw.

* You will need *

colouring pens or pencils, some glue, a piece of card and scissors.





@Race Home D

Bella needs to return home to North of North before nightfall. Play this game with friends: you can each make your own counter by tracing the horseshoe below, cutting this out and colouring it a different colour.

* You will need *
a die, some paper and
coloured pens or pencils.

* How to play *

Players take it in turn to roll the die and move a counter around the board. If you land on a symbol, follow the instructions in the key. The first player to reach North of North is the winner. Best of luck!

* Key *

Throw again

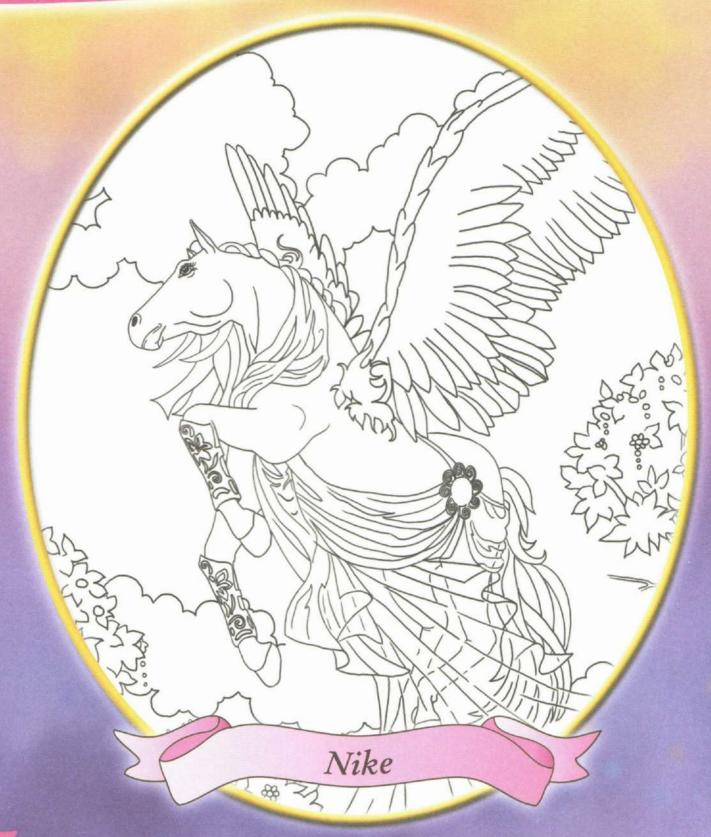
) = Miss a turn

* = Gallop on two spaces

= Go back one space







C Odd One Out D

Look carefully at the four pictures below.

One is different from the rest.

Can you spot which one?



C Keepsake Box D

Garefully tear out the page opposite and stick it onto a piece of thick paper or card. Following the instructions, cut along the solid white lines until you have the outline of a box. Fold and glue the tabs as directed, and you will have made your very own keepsake box for all your Bella Sara mementos!

* You will need *

some glue or adhesive tape, a piece of thick paper or card and scissors.



* Directions *

- 1. Stick page 19 onto a piece of thick paper or card
- 2. Cut along the solid white lines
- 3. Fold along the dotted lines to create tabs
- 4. Using glue or adhesive tape, secure each of the tabs to the inside of the assembled box







How many times can you spot the name BELLA in the grid below? Look up, down, forwards, backwards, and even diagonally.

F Z Y Y E A P L L E B P P L E X K Q Q I X NO E L E K Y L K S E L F G A B R H K D A Z M A Q B I A E R Y HK F LAQFA J L IO DFH LMR F A KALF S G I K CN PE RSUL B I B BUN W T E Z AZVE UL M I RG RT XY L K L LZARLX LLEBW M

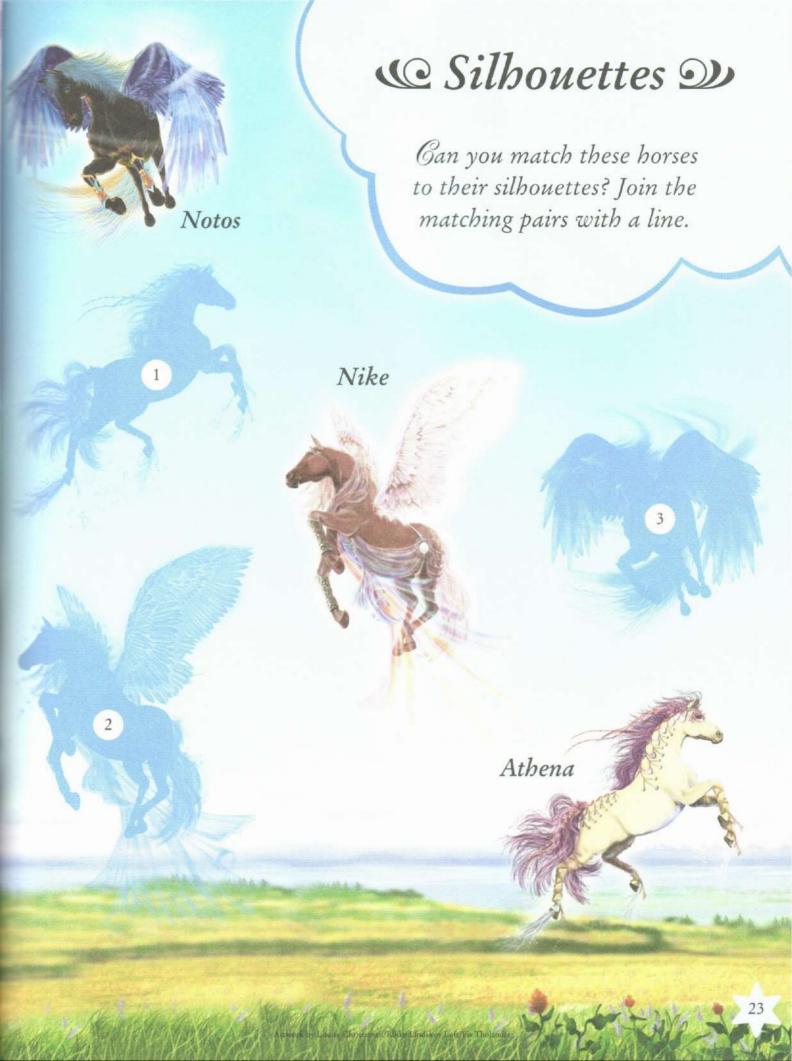
@ Make a Lucky Horseshoe D

* You will need *

a pen or pencil, a piece of paper, glue or adhesive tape, a piece of card, scissors, aluminium foil or silver paper and ribbon or string.



Trace this picture of a horseshoe onto a piece of plain paper. Stick this onto a piece of card then carefully cut it out. Cover with aluminium foil or silver paper, and attach a piece of ribbon or string to the back with some adhesive tape. Now hang your horseshoe in your room to bring you good luck every day!

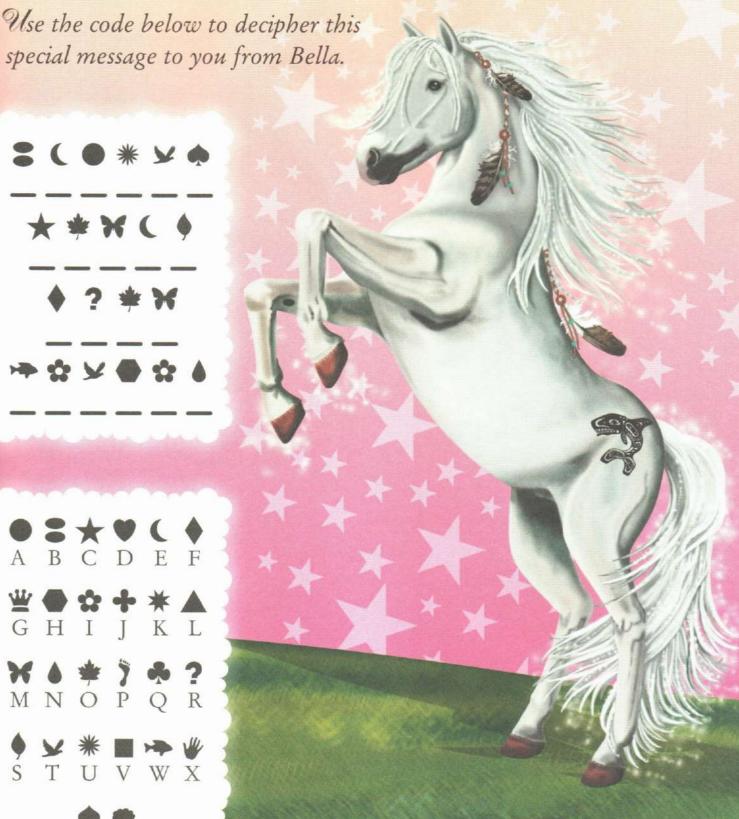


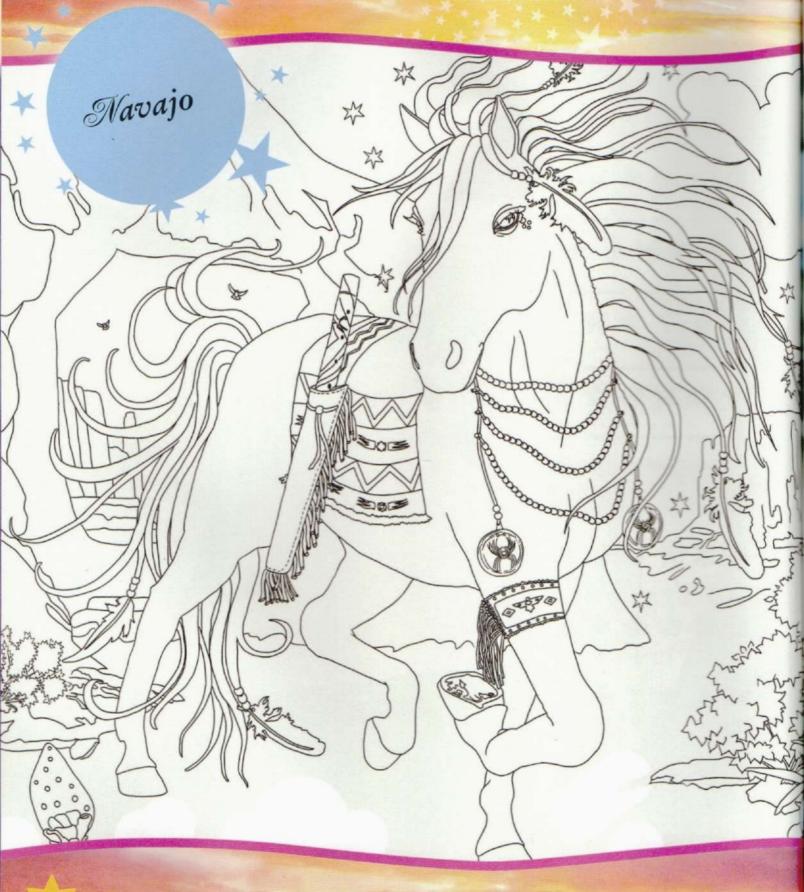
Colour In D Cheyenne

Crack the Code









@ Perfect Partners D

There are three pairs of identical saddles below.

Join the matching pairs with a line.







@ Penpals Paper D

Trace this design onto a piece of plain paper, colour it in, and you have your very own Bella Sara notepaper to send to your best friend!

* You will need *
a piece of plain paper and coloured pens or pencils.



@ Dotty Horseshoes D



Play this game with your friends. Using a different coloured pen, each player takes it in turn to join up two dots at a time until they make a horseshoe. The player who has the most horseshoes when all the dots have been joined up is the winner!





(Answers)

Here are the answers to all the puzzles: how did you do?

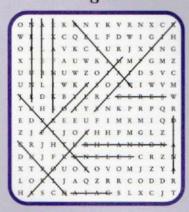
Page 3
There are 5 differences
between the two pictures.



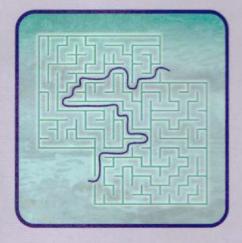
Page 5 Crazy Maze



Page 6

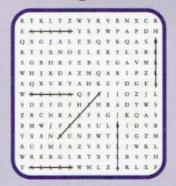


Page 11



Page 17
3 is the odd one out

Page 21



Page 23
1. Athena, 2. Nike, 3. Notos

Page 25
Beauty comes from within.

Page 27
A and 3, B and 1, C and 2

Belly Ourney to the world of magical horses... Journey to the world of magical horses...

Enter the magical world of Bella Sara with this great colouring and activity book, packed with pictures to colour, puzzles to solve, games to play, and things to make and do. You and your friends can have hours of fun together!

Experience the magic of Bella Sara.
Visit www.bellasara.com today!





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